

Mike's Card Casino
112 N. Yosemite Ave
Oakdale, Ca. 95361

Fees per hand

Texas Hold'em \$ 3.00 fee per hand dealt

Omaha Hi-Lo split \$ 4.00 fee per hand dealt

Lo-Ball \$ 4.00 fee per hand dealt

RULES FOR LOWBALL

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LO-BALL POKER

Lo-Ball poker is a Draw Poker game played with the standard 52 card deck and one Joker added, making 53.

The object is to make the best hand among competing players. The main difference in Lo-Ball is that the traditional ranking of Poker hands is reversed, that is, the lowest combination of cards exposed at the showdown between active Players is the winner.

METHOD OF PLAY

- * Typically the first two or three Players post "blinds," which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of Poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played.
- * Players are each dealt five cards, one at a time, in rotation, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Active Players may elect to discard any number of their original cards if they chose, and have a like number replaced, in an effort to improve their final hand.

- * At the option of the active Players, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.
- * Active Players now expose their cards. The best hand (in reverse standard order) is declared the winner.

LOWBALL GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The Dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the House nor the Dealer can be held accountable for the Player's failure to protect his hand. At management's discretion, a hand may be considered retrievable.
2. Before the draw, the first Player to act is the Player to the left of the big blind. After the draw, it is the Player to the left of the dealer button.
3. Initial buy-in for games through 20 limit is five times the minimum bet. Initial buy-in for 30 limit and above is ten times the minimum bet, however after the initial buy-in, subsequent buy-ins will be five times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys which bring you up to the minimum buy-in will not be considered a short buy.
4. The "limit" of a game indicates the amount of each bet. There is no restriction on the number of bets or raises, except as imposed by table stakes rules.
5. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw—low card receiving the button—among the Players in the new game, after the deck has been shuffled and spread face down on the table by the Dealer. If two or more Players draw the same low card, the deal will be determined by suit rank-clubs, diamonds, hearts and spades.

OMAHA

Omaha is frequently called "FOUR CARD HOLD'EM" because except for a couple of variations both games are the same.

These differences are:

1. Players are each dealt four cards in Omaha vs. two in Hold'em.
2. Players MUST use exactly two cards of their four along with three of the common cards exposed on the table in order to form their five-carded Poker hand. The traditional rankings of hands apply.

METHOD OF PLAY

- * Blinds are posted as in many other forms of Poker.
- * Players are each dealt four cards, face down, in rotation, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table (Flop)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fourth card is turned next to the initial three. (Fourth Street)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned next to the previous four. (The River Card/"At The River"). These five cards are common to all active Players.
- * A final betting round.
- * All active Players expose their hands. Using exactly two of their personal four cards and three of the five communal cards, the active Player with the best High hand is awarded the pot.

OMAHA HI/LO SPLIT (8 QUALIFIER)

OMAHA HI/LO SPLIT uses a standard 52 card deck, generally without the Joker. At showdown time, the Low hand, providing it is an "Eight-Or-Better", will split the pot with the High hand. Should there be no Player holding an "8 or Better to qualify", the entire pot is awarded to the best exposed High hand. As in Omaha Hi, Players must use two of their personal four cards along with three of the common five to form a traditional Poker hand, High and/or Low. They may use a different set of two cards to form each hand.

METHOD OF PLAY

- * Blinds are posted as in many other Poker games.
- * Each Player is dealt four cards, one at a time, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table (Flop)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fourth card is turned next to the initial three. (Fourth Street)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned next to the previous four. (The River Card/At The River) These five cards are common to all active Players.
- * A final betting round.

HOLD'EM POKER

METHOD OF PLAY

- * Blinds are posted as in many other Poker games.
- * Each Player is dealt two cards, one at a time, in rotation, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table. These are commonly called the "flop".
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fourth card is turned next to the initial three (Fourth Street)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned next to the previous four. ("The River Card"/"At The River") These five cards are common to all active Players.
- * A final betting round
- * All active Players expose their hands. Using the best of their personal two cards and the five communal cards, the active Player with the best five-carded High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "8-or Better", split the hand. Otherwise, the High hand wins all. Players must use the combination of cards as explained above.

PINEAPPLE

PINEAPPLE ("THREE CARD HOLD'EM") is played like HOLD'EM except:

1. Players receive three cards each in Pineapple vs. two cards in Hold'em.
2. Players must discard one of the three cards if they decide to continue the game and contend for the pot.

METHOD OF PLAY

Blinds are posted as in many other Poker games.

Each Player is dealt three cards, one at a time, in turn.

A round of betting ensues for Players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pots.

Three cards are turned face up in the middle of the table (Flop)

A round of betting ensues for Players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three. (Fourth Street)

A round of betting ensues for Players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. (The River Card/At The River) These five cards are common to all active Players.

* A final betting round.

* All active Players expose their hands. Using two, one, or none of their personal two cards and the five communal cards, the active Player with the best five-carded High hand is awarded the pot.

CRAZY PINEAPPLE

CRAZY PINEAPPLE IS played exactly like PINEAPPLE with one exception, that is, Players who wish to remain in contention for the pot discard one of their personal three cards AFTER the three communal cards are exposed on the table vs. before in PINEAPPLE.

METHOD OF PLAY

* Blinds are posted as in many other Poker games.

* Each Player is dealt three cards, one at a time, in turn.

* A round of betting ensues for Players who wish to continue and contend for the pot.

* Three cards are turned face up in the middle of the table (Flop)

* A round of betting ensues for Players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pots.

* A fourth card is turned next to the initial three. (Fourth Street)

* A round of betting ensues for Players who wish to continue and contend for the pot.

* A fifth and final card is turned next to the previous four. (The River Card/At The River) These five cards are common to all active Players.

RULES FOR

7-CARD STUD

7-CARD STUD • HI/LO SPLIT

RAZZ

7-CARD STUD uses a standard 52 card deck, generally without the Joker. Traditional rankings of hands apply.

7-CARD STUD - HI/LO SPLIT rules and method of play are identical to 7-CARD STUD, except, at showdown, if there is a "qualifying hand" for "LOW", that hand will split the pot evenly with the winning "HIGH" hand. A qualifying hand for LOW is one that is an "8-or-better", using traditional LOW BALL rankings. Players do not "declare".

RAZZ is simply 7-CARD STUD played for low only. The traditional LOW BALL rankings apply, and there is no "qualifier".

CONTENTS:

DESCRIPTION OF GAMES

- * 7-CARD STUD
- * 7-CARD STUD HI/LO SPLIT (8 TO QUALIFY)
- * RAZZ

METHOD OF PLAY

FIRST THREE CARDS DEALT Rules # 1 to # 5
THIRD STREET TO 6TH STREET Rules # 6 to #11
SEVENTH STREET Rules # 12 & #14
THE SHOWDOWN Rules # 15 to #20

7-CARD STUD

METHOD OF PLAY

- * Players ante, the size of which is relative to the stakes of the game.
- * Players are dealt three cards in turn, in rotation, two face down, one face up.
- * Round of betting.
- * Active Players are dealt one card, face up (4th).
- * Round of betting.
- * Active Players are dealt one card, face up (5th).
- * Round of betting.
- * Active Players are dealt one card, face up (6th).
- * Round of betting.
- * Active Players are dealt one card, face down (7th).
- * Final round of betting.
- * Showdown. Active Players expose all of their cards. Best five carded hand, in traditional order, HIGH, LOW, OR SPLIT, wins.

7-STUD HI/LO SPLIT (8 QUALIFIER)

7-CARD STUD HI/LO SPLIT uses a standard 52 card deck, generally without the Joker. This game combines aspects of 7-CARD STUD HI and RAZZ (7-CARD STUD LOW) in that the Low hand, providing it is an "Eight-Or-Better", will split the pot with the High hand. Should there be no Player holding an "8 or Better to qualify", the entire pot is awarded to the highest exposed High hand.

METHOD OF PLAY

- * Players ante, the size of which is relative to the stakes of the game.
- * Players are dealt three cards in rotation, two face down, one up.
- * Round of betting.
- * Active Players are dealt one card, face up. (4th)
- * Round of betting.
- * Active Players are dealt one card, face up. (5th)
- * Round of betting.
- * Active Players are dealt one card, face up. (6th)
- * Round of betting.
- * Active Players are dealt one card, face down. (7th)
- * Final round of betting.
- * Active Players now expose their cards. The best HIGH hand and the best LOW hand, providing it is an "8-or Better", split the pot. Otherwise, the HIGH hand wins all.

RAZZ

RAZZ is simply 7-CARD STUD played for Low, that is, the traditional ranking of Poker hands is reversed. The lowest ranked hand is now the best hand. The difference is akin to DRAW POKER played for High, as in JACKS-OR-BETTER, vs. DRAW POKER played for Low, as in LOW-BALL.

METHOD OF PLAY

- * Players ante, the size of which is relative to the stakes of the game.
- * Players are dealt three cards in rotation, two face down, one face up.
- * Round of betting.
- * Active Players are dealt one card, face up. (4th)
- * Round of betting.
- * Active Players are dealt one card, face up. (5th)
- * Round of betting.
- * Active Players are dealt one card, face up. (6th)
- * Round of betting.
- * Active Players are dealt one card, face down. (7th)
- * Final round of betting.
- * Showdown. Active Players expose all of their cards. Best hand, in reverse order, wins.

INITIAL THREE CARDS

1. If a Player's first or second hole card is accidentally turned up by the Dealer, the third card is dealt face down.
2. If both of a Player's first two hole cards are turned up accidentally by the Dealer, that will constitute a misdeal, and the hand will be redealt. If a Player's first and third cards are turned up, the bet will be the amount of the force only - no completion or raise - if that seat continues to play, otherwise play resumes as normal.
3. Should the Player be responsible for one of his first two hole cards being turned over, the third card shall be dealt up as in normal conditions. The exposed card plays as one of the player's three down cards.
4. If the Dealer deals a card to an empty seat (first or second card) and the error cannot be corrected, it is dead, put into the discards, and the deal continues. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card, and it cannot be corrected, the hand plays as dealt.
5. If a Player is dealt more than two (2) hole cards and it is discovered before he acts on his hand, the extra card will be retrieved and used as the burn card. A Player dealt less than two (2) hole cards will receive a card(s) from the top of the deck. If it is not discovered until after that Player takes action, he has a fouled hand and any money wagered is forfeited.

THIRD - SIXTH STREET ACTION

6. A card dealt off the table is a dead card and will be replaced after the last Player has received his card for that round. The dead card will be used for the next round's burn card, if necessary.
7. Check and raise is permitted.
- 8a. If a Player folds his hand after making a forced bet, his seat will continue to receive subsequent card(s) until there is a bet.
- 8b. If a Player folds his hand on 4th, 5th, or 6th Street and there has been no bet, the Player (seat) will continue to receive card(s) until there is a bet.
- 8c. The above mentioned card(s) will be dealt face down.

9. If a Dealer burns and deals a card(s) before a round of betting has been complete, that card(s) will be eliminated from play, along with an additional card for each remaining players in the hand. Dealer will then burn a card and deal normally. After that round of betting has concluded, play resumes in a normal fashion.
10. If the Dealer burns two cards, or fails to burn a card, the cards will be moved to the proper position if possible. If this happens on a down card and there is no way to tell which card was received, then all Players will accept the cards given to them.
11. If there is an open pair on "Fourth Street" in any Player's up cards, the Player initiating a bet has the option of betting the lower or upper limit. Should he bet the lower limit, any other active Player may raise in increments of the lower or higher limit. Once the higher limit has been bet or raised, the higher limit will continue to be the bet (or raise) for that round. This rule applies in HIGH only.

SEVENTH STREET ACTION

12. If the high (low in RAZZ) hand on board is "all in" before the betting starts on any round, the next high hand will initiate the action.
13. If the Dealer turns the last card face up to any Player(s), all remaining Players will receive their last card face down. The Player(s) whose card(s) was exposed has the option of declaring himself all-in, and all subsequent betting will be on the side. If the Player chooses not to be all-in, the betting continues as normal with the Player who was high on the sixth card initiating the action.
- 14a. If there are not enough cards left in the deck to burn and deal the remaining players a seventh card, the Dealer shall:
 - * Scramble the stub with the burn cards
 - * Cut the stub
 - * Burn a card
 - * Deal the remaining cards, using the last card if necessary.
- 14b. If there are not enough remaining cards for the above procedure, the Dealer:
 - * Will not deal any cards to the active Players

- * Declare that there are not enough cards for all active players
- * Burn a card
- * Turn a community card up in the center of the table. That card plays in each active Players' hand.

SHOWDOWN RULES

15. At showdown, the Player initiating action (either by checking or betting) must turn his hand over first.
16. When a Player turns any of his up cards face down after a bet has been made, he concedes all rights to the pot.
17. A Player who calls a bet and is beaten "on board" is not entitled to his bet back.
18. A Player must have seven cards in order to win at showdown, except as provided in Rule 14b. Any other number of cards constitutes a dead hand.
19. At showdown, using traditional hand rankings, the active Player with the best five carded high hand (low in RAZZ) out of his seven cards is the winner. In HI/LO SPLIT the low hand must qualify to win half the pot. All seven cards must be exposed at showdown.
20. In the case of a split pot:
 - (a). When playing 7-STUD, any odd chip goes to the Player with the highest card according to suit (Spades, Hearts, Diamonds, Clubs);
 - (b). When playing RAZZ the lowest card, suits reversed, gets the odd chip;
 - (c). When playing HI/LO SPLIT the high hand gets the odd chip.